Warm up with the hottest games of the Winter.

The Ideas Men... Peter Molyneux and Randy Breen

What's in a game?

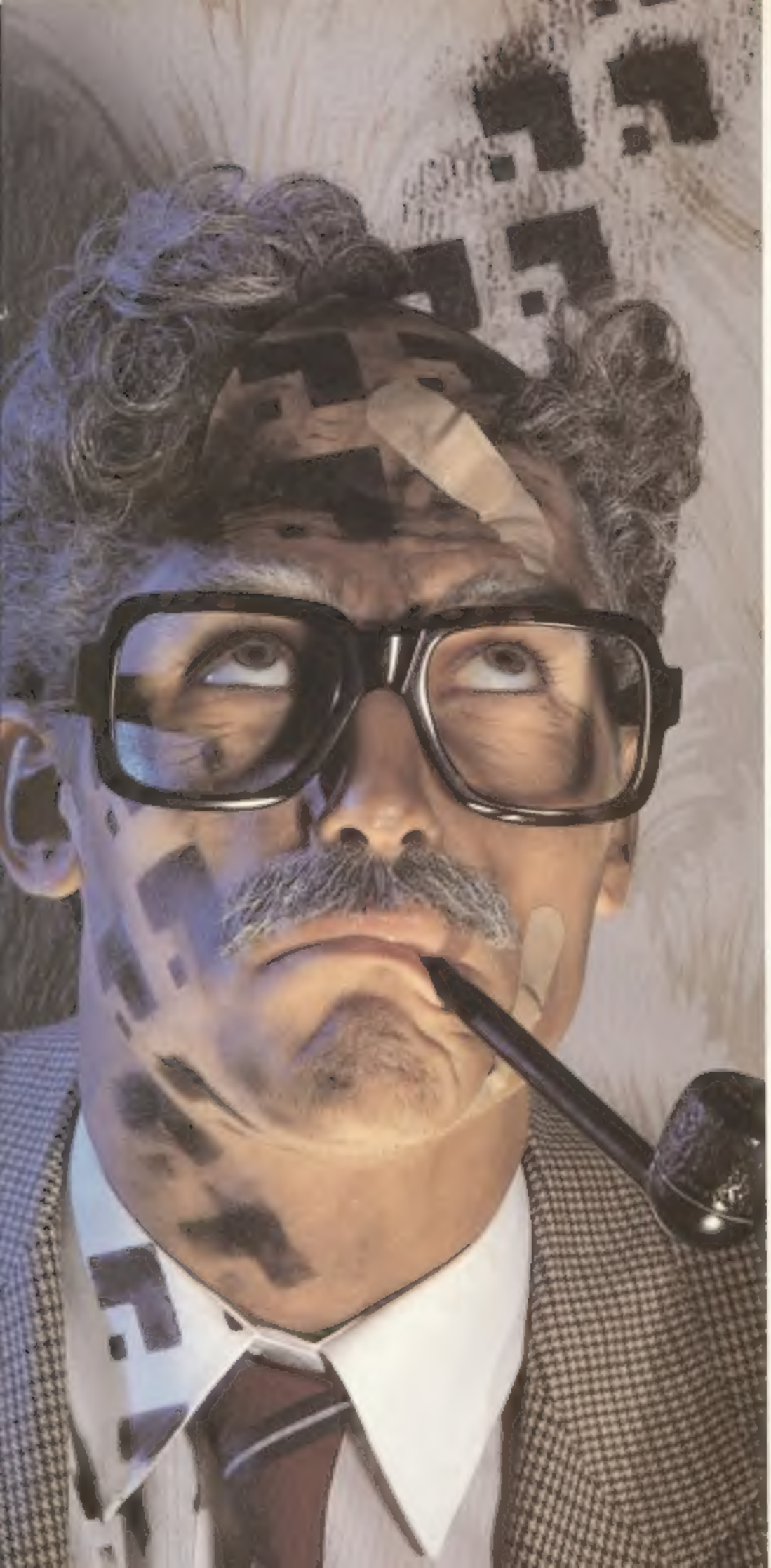
The rocky path to success...

ELECTRONIC ARTS

Autumn/Winter '92-'93

Plus:

Road Rash II - Lotus Turbo - John Madden 93
NHLPA Hockey 93 - James Pond's Aquatic Games



Head t

Lotus Turbo and

So the good news is that Road Rash™ II and new Lotus Turbo Challenge™ are both so designed for two players to be able to take part head-to-head.

The bad news is that I've no longer any excuses why The Old Man can't play with me.

Hopefully this will result in him no longer feeling the need to creep downstairs in the middle of the night, for a covert tangle with

Road Rash II

Hellidog the club-wielding gypsy biker.

But it does mean that until we actually commence battle in two or four-wheel combat, I will have to endure his repetitive and in my opinion, rather childish insistence, that I might be scared of losing to him.

Who is he trying to kid?

This man has problems backing out of the supermarket car park.

Though, let's be fair, having clocked some of the new features in Road Rash II, I personally have to admit to a few nagging doubts in the old Confidence Dept. myself.

The original Road Rash was scary enough. But now it's not sufficient that a total of fourteen hard-or rather, broken-nosed bikers

Road Rash II

seem to have all singled me out for all manner of punishment, including decapitation.

In Road Rash II, some bright spark has decided to hand them a yard and a half of bike chain and

Road Rash is a trademark of Electronic Arts.

o head

Road Rash too.

give every chance of completing the job.

The trouble of course, was that Road Rash proved so irresistable that it attracted what even I would call Undesirables, from all over the globe.

Lotus Turbo Challenge

This necessitated the need for events in Road Rash II to become more organised and the prize money to get larger, though thankfully the rules became no more complicated.

There still aren't any.

Perhaps dad and me would be safer behind the wheel of a Lotus Elan or Esprit Turbo in the new Lotus Turbo Challenge.

I think not.

This is no day-trip to Margate, but a monstrous head-to-head duel in the most

Lotus Turbo Challenge

arduous conditions known to Man and Ian MacCaskill; blinding snow, driving rain and dense fog.

It's a race against the clock to make each checkpoint, through 8 stages over outrageously steep hills and down impossibly twisting dales.

Negotiate tunnels, bridges, crossroads and commuter traffic without losing your cool.

Considering that when dad last drove over 45mph, there was still such a thing as British Racing Green, who would give him a snowball's chance on a turbo-charger against a street-wise dude like yours truly?

So come Pops, let's see what you're made of. Make my Day.

Lotus Turbo Challenge is a trademark of Gremlin Graphics Software Ltd. Lotus Turbo Challenge is an approved and licensed product of Group Lotus PLC.

EA AIR FORCE

If God had n he would've

I first realised that it was not entirely natural for Man to take to the skies, at the tender age of six.

This was at the moment when I bailed out of my flaming Spitfire, cunningly disguised as the garage roof, only to discover that my big brother's bedroom curtains were rather poorly designed for use as a parachute.

Yes, I had a season ticket to the local Casualty Ward even then.

The moment I inserted the Desert Strike ™ cart, it suddenly all came flooding back to me.

The plummeting fall, the sickly sweet smile on the face of the nurse, as she asked me "Does it hurt?" while applying pressure to my wounds that would have paralysed me with pain, had there been nothing wrong with me.

Perhaps this case of deja vu was a reaction to my first few seconds of flight, when buoyed with andrenalin, I failed to notice the warning that I was entering a danger zone and a single sniper brought me down to earth with a bump.

And "I" was the one especially chosen by the President to rid the world of its most dangerous dictator?

Desert Strike

Soon however, I was taking out radar posts, power stations, ground-to-air missiles.

And I began to learn the tricks of the chopper-trade like hiding on the right side of a power station to be safe from attack.

After a matter of only a few weeks, I was picking off SCUDS and entering the city to do some real damage.

The great thing about Desert Strike is how quickly you get into the action. (Once you've managed to take off that is).

Desert Strike

The 3D top down perspective makes you believe you're watching a film. A film in which you control the action.

And by referring to the on-board computer you can constantly calculate the location of the enemy troops and more

Desert Strike

importantly from my point of view, their weaponry.

I know that some guys get to grips with Desert Strike within a couple of weeks, and I'm making it look like The Thirty Years War, but one day... one day I'm going to reach the end and gain the eternal thanks of the entire Western World. You see if I don't.

LHX Attack Chopper ™ may also be about helicopters.

It may even share in common, the McDonnell Douglas Apache, as well as featuring the experimental and still under wraps, Light Helicopter Experimental.

neant us to fly given us bomber jackets.

But I can assure you, LHX is a completely different kettle of bananas.

For a start, you get either a cockpit view or any of seven external angles.

You have a choice of skill level to suit your own talents.

Just as well eh?

LHX Attack Chopper

And you can select the type of missions you want to fly and which flak-filled skies you want to fly them in.

Choose from Europe, South East Asia and the Middle East.

There are the glamour exercises - Alpha and Surgical Strikes which are for the John Wayne types amongst us.

Seek, destroy and get home before your lunch makes a comeback.

And there are the support assignments.

LHX Attack Chopper

Draw enemy SAM missiles away from your bomber aircraft, fly casualties through an area where the Red Cross makes an ideal target, or evacuate POWs out from under the noses of a dictator's crack artillery.

Still, the pilots get to wear some pretty cool uniforms. As do the flyers of an F-22 Interceptor.

See over

Desert Strike and LHX Attack Chopper are trademarks of Electronic Arts.

Yep, those American boys sure know how to dress up to go into battle.

You begin to suspect that they have their own personal tailors and hairdressers.

As well as subordinates to make sure their name-badges and mirrored sunglasses are on straight, their helmet straps hang just-so and the oil marks on their exhausted faces look suitably heroic, when they return from their missions.

No wonder they get all the girls.

F-22 Interceptor

Still, you can't fault their skill.

Not when you've tried to fly a monster like the F-22 Interceptor.™

This is a Mega-classic.

Sensationally real.

You could be hurtling low over an alien landscape, a MiG on your tail and a ground to air missile headed for your nose one minute; and taking on enemy fighters in a lightning-fast version of a dog-fight, the next.

Not only do you get to view the action from a detailed cockpit, but from all manner of external angles including the nose of your guided missile.

So it's bang-bang up to date.

I personally had a problem, apart from being zapped before my seat belt had got warm, of deciding which of over 100 missions on four continents, to undertake.

But as all football managers will tell you, "It's a nice problem to have, Brian."

Now if only I can learn to chew gum and fly at the same time, I reckon I'll have this one cracked.

F-22 Interceptor

EA AIR FORCE

What's in

The rocky path every EA game takes from the creator's head to the shelves of your local games emporium.

Ever wonder how those folks at EA make those games? Well, now you can find out what only a tiny handful of people in Langley know. Now read on ...

The Big Idea.

Every game, in the shrouded mists of its past, exists only as an idea. A twinkle in the eye of a nut case. You can't say where the idea came from, or even whose going to think it up. Anybody can have one - a producer, programmer, game designer, or even some marketing dweeb in a tie.

A producer may get his kicks riding motorbikes. He thinks "That'd be a helluva game!" You end up with the Road Rash series. Maybe a designer is parked in front of the TV watching a Bond rerun; as he nods off, his warped imagination twists the plot into a fishy tale about an undercover cod named James Pond.

Or imagine that marketing guy (still in his tie) doing something totally crucial, like observing how the light reflects off his Porsche keyring, when suddenly he realizes that the market is ripe for a 3-D graphic female mud-wrestling simulator ...

But the idea isn't all of it.

It takes a lot of people to bring the idea to the screen. The first person on the road is ...

The Producer.

a Game?

Regardless of where the idea comes from it's the producer who decides to turn an idea into a reality.

But who, or what, is the producer?

If you had to identify an EA producer in a police lineup of psychopaths, look for the guy whose fingernails have been chewed raw. They're bleeding because he's the one who's responsible for the whole project.

It's the producer who has to seek out and hire talented people to create his game, oversee all of the contracts and licenses the title is using, be responsible for how the money is spent and whether the product is on schedule.

It's up to him to make sure that the game is living up to his, and of course EA's expectations.

The Development Team.

The producer's first task is to pick his

team of people who will do the work.

At the bare minimum, he will need: one or more graphic artists to draw everything in the game; a programmer or two (or three or four) to make the pictures on the screen do what they're supposed to; and a musician to hammer out tunes and record sound.

Sometimes you have a separate game designer who plans out the game and orchestrates the talents of the artists, programmers and musicians. And a writer may be hired to write game text, giving game characters distinctive voices and personalities.

If the game is based on real life, the way sports and military games are, an expert in the field may be called in to co-design the game.

The Madden series of American football games is a good example. John Madden is the former coach of Oakland and a noted sports analyst. He worked closely with EA, providing our game designer with enough theory, practical advice, and actual plays to produce a "down in the dirt in yer face" American football game.

The Script.

Hollywood uses scripts to give direction to actors and cameramen.

The New Hollywood of interactive entertainment uses scripts too. And they serve the same purpose - to give direction to the development team.

Getting the idea onto paper may seem like a weird step to getting it onto the screen. But with so many people involved in the creation, it's essential for everyone to have a clear idea of what the team is aiming for.

Game scripts aren't the most exciting read. The Big Idea section is usually fun, but the parts about "vector routines" and "random access memory usage" could be hocked as home remedies for insomniacs.

The Dreaded Review.

So with script in hand, the development team starts to work through a series of phases known as milestones. There are three major stages: Alpha, Beta, and Final.

At each, a formal committee of Company Bigshots get together to review the product. If you're a producer, sitting in a review meeting is like chewing glass in a piranha tank filled with acid, ie. None too pleasant.

The product is criticised from e-v-e-r-y possible angle, with particularly nasty comments getting a hearty round of applause.

There's a reason for it, of course. Everyone wants the product to be good. Everyone wants it to sell, because everybody wants to feed their families next year.

If the game has legs, it survives. If it doesn't, it loses them and its life. (C'mon, no one ever said natural selection is pretty.)

Alpha - A few simple tricks.

At the Alpha stage, parts of the game are already starting to work - a character can move around or an airplane may fly etc. But other parts are still only paper dreams.

However these are simple tricks that give other people in the company something to focus on. Marketing starts putting together nifty packages and manuals. Public Relations begins to leak hints to the press. And steadily some heat begins to build around the product.

Beta - Bug Stomping.

Beta is the point at which everything is in the game and supposedly working. But there are still details to be ironed out.

So it's turned over to a bunch of gaming studs known as Beta testers.

Since these guys make their living looking for bugs, they're really professional exterminators. They like to say their job is to

push the game to its limit. What they're really doing is looking for ways to make the program do stupid things it's not supposed to.

They are a bunch of malicious geezers. You can see it on their faces. One of them will be sitting there, frowning. He'll suddenly press all three control buttons at once, just to see what happens. And then he'll smile when the cart suddenly explodes.

Final - The Last Fence.

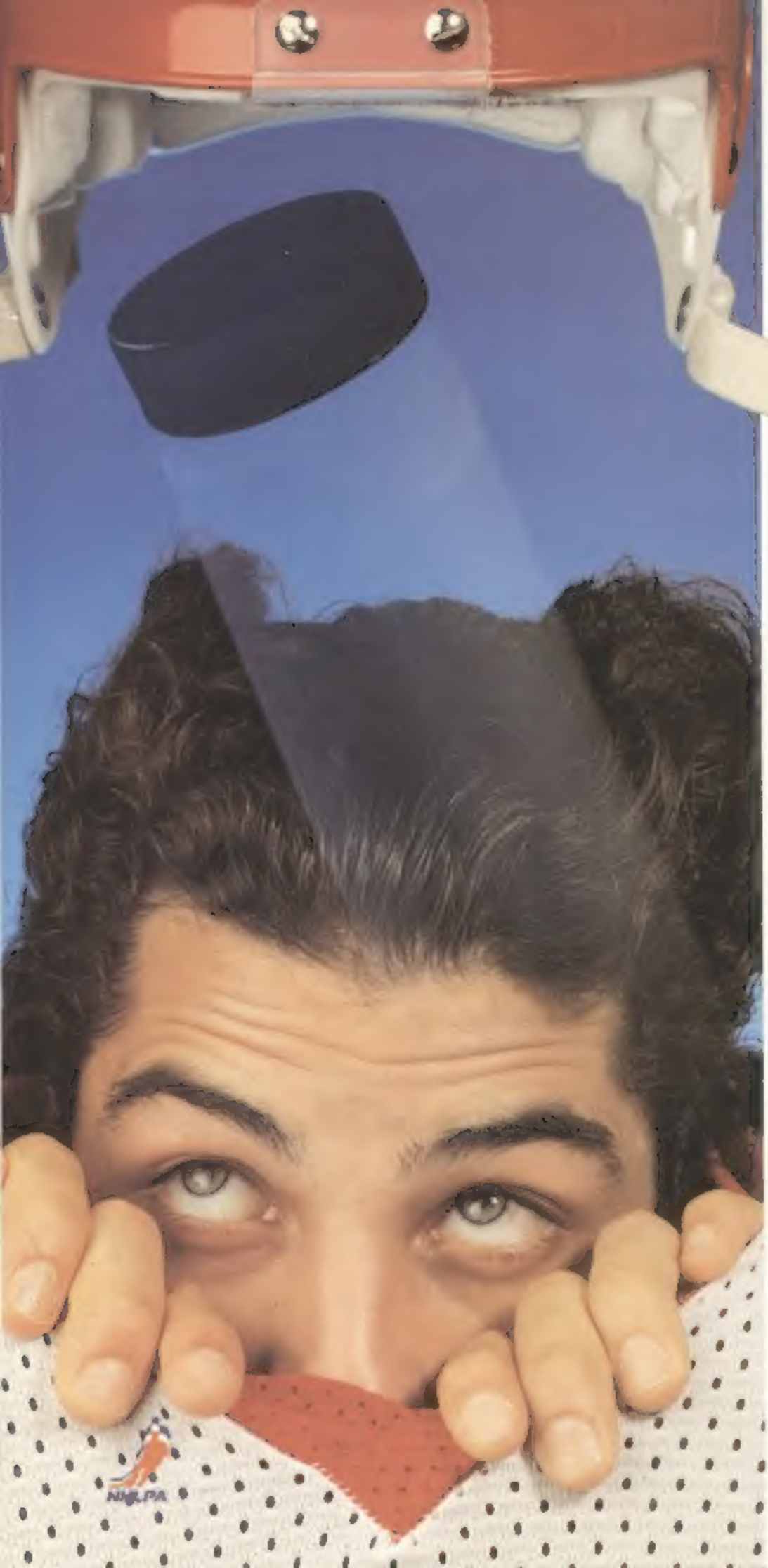
When the testers and producer can't find any more bugs, they send it off to the no less oppressive Quality Assurance boys.

If they agree that the software works, they haul out a big rubber stamp.

If they don't, they carry it into the producer's office - holding it with two fingers, like it was a rotting entrail and drop it at his feet.

Ship it.

The two most satisfying words in the dictionary.



How come

It was a frosty October day, more years ago than I care to remember.

It was lunchtime and I was picking the sides for a game of playground footie.

I ended up with an oiky little weed called Aubrey. You know the type?

Horribly clean shoes, smarmed down hair and the only one in the class who could make head or tail of Physics?

In fact only good for copying your homework from?

No mind, despite his protests, he was put in goal and his pristine blazer was commandeered for use as a goalpost.

He cut a pathetic figure as he hugged himself to keep his bones warm, making bleating noises of excuse every time the ball shot or rolled past him.

But the truth is, no one ever wants to go in goal.

Not even in soccer - which is a relatively harmless pastime.

So why would any sane person volunteer to go between the posts in Ice Hockey?

Are they duped into it?

I can just imagine a coach going up to one of his players, clapping his arm around him and saying "Congratulations kid, you just made the team".

Then on the day of the big game, taking him aside, pretending to be embarrassed and complaining "Well wouldn't you just know it, the goal-minders's got a cold and his mom won't let him play? You gotta help us out. Just this once."

And he's stuck with it. A career as a human target.

National Hockey League Players Association and the logo of the N
Electronic Arts. John Madden Football '93 and EASN are tradem

whatever team colours I wear, I always end up black and blue?

At least in new NHLPA™ Hockey '93, they have given the goal-minder added mobility.

He can now dive for the puck (or presumably out of the way) lunge after slap shots and make dare-devil kick saves.

Not that it's exactly a Sunday afternoon picnic out on the ice, where they now have the power to trip, hook and make

NHLPA Hockey '93

slap shots that can smash the back glass.

They've also got real names.

So now you can pick your team from the hottest NHLPA players on ice.

Then by drawing on statistics based on actual performances of over 500 players during the 1992 season, you compile your ideal team

NHLPA Hockey '93

with what you consider the right blend of speed, skill and goal-scoring ability.

And not an Aubrey among them.

When whoever it was invented American Football, he very sensibly forgot to include a goalkeeper.

And he concluded that it was only fair that the chap most at risk, The Quarterback, got the most glory and the most advertising endorsements.

To be a great team, you had to have a Quarterback with a good head on his shoulders and sufficient fleet of foot to keep it there.

John Madden Football '93

In new John Madden Football '93™, as well as any of the 28 updated teams of today, you can now be any one of eight finest headline hogging outfits of all time.

And discover how such teams as Madden's own Oakland '76, might fare against San Francisco of '85 or the New Yorkers '86.

The game has also been updated to

John Madden Football '93

include a "No huddle" and "Time out" options.

There are play reviews just like on television and brand new moves, like taunting and head-butting.

Though as yet there is no feature to show the Quarterback opening his new chain of restaurants, or learning to drink cola and smile at the same time.

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IC ARTS
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rks of Electronic Arts.

The Ideas Men.

Peter Molyneux and Randy Breen reveal how the ideas for Power Monger and Road Rash were first hatched.

The Birth of Power Monger™ (by Bullfrog Productions Ltd)
Written by Peter Molyneux.

When we completed our first major game, Populous, I decided I really like the idea of a game that lets you gaze down on a little world.

I wanted to do another one, but I had no idea what kind of game it would be. I've always been crazy about war games, so I figured a conquest type of thing would be good.

But I didn't want to do a traditional war game. In most war games you play in 'turns'. I've always hated that!

All games should be in real time - why should the machine stop just because you need to think or drink a cup of coffee?

So a real time conquest game was the starting point, but I still needed something that would make the game unique.

I hit on the idea of giving everyone in the world their own little personality.

That was pretty ambitious, because it created massive problems from a programming point of view.

How do you give a computer character a will of his own?

The next problem was to make sure the game wasn't too easy.

I introduced the concept that you must keep your army supplied with food, and I gave people in the world jobs like fishing and farming. Unfortunately, the people had their own hungers, so they kept eating the food rather than storing it in their villages! (I ended up decreasing their appetities a little.)

The game was taking shape, but I still needed more realism. There were only men in the game at that time, so I put women in - which, of course, meant that the people would be able to get married and live in the same house.

Nature being what it is, I had to let them reproduce, so now and then you'll see a stork flying by carrying a newborn child.

Now this had peculiar consequences for you, the player, who's free to do anything.

I mean, if you're not a particularly nice person, you could take out your bow and arrow and shoot down the stork...

That tucked-in feeling by Randy Breen designer of Road Rash™ I and II.

We do a certain amount of research on each product that we begin. In the case of Road Rash I and II, I happened to own a motorcycle (a Suzuki GSXR 750 at the time), which made for an excellent test vehicle.

I wanted to share that tucked in feeling that comes with riding a sportbike so I strapped an 8mm video camera to the petrol tank and headed for Skyline and the local twisties.

I began the ride casually with a few right and left handers out of the car park and onto the expressway.

Nothing unusual as I accelerated from 0-60mph ...

How golf
you 'roun

Now golf is a game I could get into.

Buckets of prize-money, sponsorship deals coming out of your ears, loads of glamorous stars begging to be photographed with you.

And what do you have to do in return? Hit a little ball across a field and down a hole.

Nobody belts it back, nobody tackles you from behind, tries to grind your best features into the dirt or knock you into the middle of next week.

And, you even get somebody to carry your sticks for you.

That's how I thought until I encountered PGA TOUR ® Golf II.

EA
ELECTRO
SPORTS

EASN is a trademark of Electronic

in 3 seconds or so, but traffic was busy on the freeway so I kept the throttle in check and made my way toward something more remote.

As I made my way off the freeway I started to get on the gas again and began looking forward to some full on lean angles. I revved the motor and dropped a gear and as I hit the gas the front of the bike began to leave the ground.

That's about the time when I noticed the black and white Highway Patrol car merging in from the second freeway off ramp.

The engine went quiet as I cut the throttle and fell in line behind the patrol car.

The video footage just wasn't what I'd hoped it would be.

I can drive 'd the twist'

This, I would suggest, is actually approaching hard work.

The only golf game that the PGA TOUR deem good enough to bear their name, this new version features draw and fade shots. Deliberately bending it to the right or left, to you and me.

There are now seven courses to swear at, including a Slams Tournament, which results in you either taking a bus or a stretched Cadillac home. (That's Cadillac, not the guy who carries your sticks.)

You get to play against ten featured Pros, all of whom I'm naturally on first name terms with. And there is a new Hole Browser feature that gives you the eyes of a TV cameraman.

...ics. PGA Tour is a registered trademark.

I don't know about you chaps, but I spent the two weeks of the Olympics glued to the TV waiting for the synchronised swimming to flash on the screen.

And did it ever come on?

Well did it?

If it did, I must've blinked or fallen asleep. Perhaps after sitting through several scintillating hours of horses jumping over poles.

Four whole years I'd waited for another chance to see those less than radiant maidens with their water-proof lip gloss, toothpaste commercial smiles and rather attractive matching nose-clips.

As if by way of compensation, along came The Aquatic Games.

When I saw that it starred among others none other than James Pond...

The Aquatic Games

I was hooked.

I reckon I could be Pond's biggest fin, I mean fan.

And my hero-worship was no splash-in-the-pan.

Hadn't I been one of the first to sign the Official Secrets Act?

Which fishy actor was the most famous Pond? *Prawn Connery*

But Pond has come a long way since he was first spawned.

Taking a break before his next big mission he may be. But when the big fish at F I S H asked Pond to take it easy, put his tail up awhile, he told them in no uncertain terms to "Go jump in the lake."

The great fishy secret agent just gets batter and batter.

Instead, he organised these ten fun- and pun-filled events.

Was I in for a whale of a time?

Well yes, until I discovered that "Aquatics" included a Leapfrog event, with a real frog called F-fortesque.

Memories of a playground incident involving leapfrog and a fellow pupil named Fats (aren't kids cruel?) Fortesque - well there's a coincidence- came flooding back.

We only allowed Fats to join-in, thinking that he'd never get his fifteen stone of solid fish and chip-butty off the ground.

We were wrong.

Moments later I knew what it was like to be run over by a jumbo jet.

The last I heard, was that Fats was joining the police with ambitions to become a detective in the C.O.D. Best plaice for him. (I can't help myself)

What was Prawn Connery's favourite car? *An Aston Martin DBS.*

The Aquatic Games

But back to James Pond in his day job, catching baddies for F.I.S.H. in one of my fave games of all time, James Pond II - Robocod.

I don't know about you, but I sometimes think that Pond is a good deal brighter than the human 007.

The Aquatic Games

What kind of secret agent would check into a hotel and not cast an eye about for the bugs and hidden cameras?

As I recall, not only do SMERSH and the KGB get to spy on him getting up to no-good, but two U.S. Presidents, the Queen and Margaret Thatcher as well.

James Pond II - Robocod

You'd also think he'd be a touch more careful about his choice of female company.

And he'd surely have sussed it out by now, that anyone with an aquarium the size of a swimming pool in the front room, inevitably means he's going to end up in it, wrestling crocodiles or sharks or snakes or barracuda.

Now there Pond would definitely have the edge.

I'm rather surprised, though definitely not disappointed that those sadistic folk at EA didn't try and dress me up as him - trussed up in the

James Pond II - Robocod

James Pond II - Robocod

Robosuit and sat in a Turbo Tub.

Maybe they've got an idea in mind for James Pond III, a full-blown adventure and the best Pond yet, which is out next year and apparently sees Pond heading for the stars.

James Pond, Robocod and The Aquatic Games are all trademarks of Millennium Interactive Ltd.

Arcade Action with a capital "Aaaaaaaa!!"

Crüe Ball Composite Screenshot

While waiting for the Italian Footie to come on one Sunday afternoon, I happened to thumb through dad's record collection. Not something I would normally dream of doing, you understand.

To my amazement, hidden among the easy listening dross, I came across some rare and extremely listenable Heavy Metal albums.

The Dark Horse.

When challenged, dad didn't show the least sign of embarrassment, not even when he showed me a photo of him in Loon Pants.

(Ask your parents about them and see how they react).

Why do I mention such trivia?

Why is it relevant?

Because, there is a new pinball Mega title known as Crüe Ball, and I'd like the world to know that when it comes to Heavy Metal - I have the credentials.

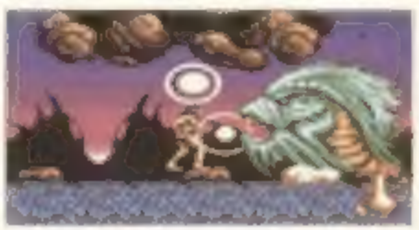
It's in the blood.

So you can imagine what music it was to my ears as Crüe Ball burst into life to the sounds of three ear-splitting renditions of sing-along-a-Crue toons - "Dr Feelgood", "Home Sweet Home" and "Live Wire".

As I banged the flippers into a blur, I could almost see dad shaking his dandruff.

Climbing through the different volume levels, I came within sight of any self respecting Crüe-man's concept of heaven - The Backstage Level.

Once there, I prepared to encounter the final Guardian. Who dad, a nostalgic tear in his eye, said bore a striking resemblance to the neanderthal bow-tied bouncers at



Shadow of the Beast

Bournemouth Winter Gardens of his youth.

This heavy metal experience must've had a lasting effect on me, for only days later I found myself concocting the perfect plot for a Metal concept album:

An unspeakable Nasty called the Beast Lord has snatched your baby sister from her cradle and is even now preparing to make her into his slave messenger.

I was halfway through completing Side One in my head, when I realised that this was none other than the self same scenario to Shadow of the Beast ™ II.

If like me, you always thought Shadow I was pretty wild - this is totally undomesticated, with more diabolical puzzles, more savage action.

I dare you to try it.

In the days of old, even before loon

Galahad

pants, there existed an Arthurian world of round tables, chivalry and valour.

An age when every damsel was in distress and every knight was Saturday Knight. (sorry)

It was then that the ancient legend of Galahad by Psygnosis was born.

The poor boy must really have had the hots for the local princess.

For to gain her hand in marriage, Galahad had first prove himself worthy of knighthood.

And to do that, he had to slay a nestful of dragons, survive the perils of treacherous waterfalls, mysterious caves and a desolate wilderness.

Not to mention some pretty unsavoury weather conditions.

And to think, these days you get knighted for donating a wing to an art gallery.

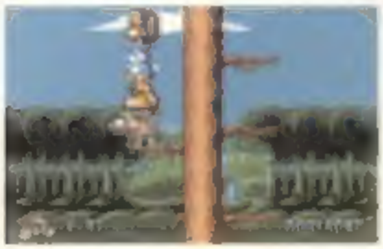
Risky Woods

Another with more courage than grey matter, is Rohan from Risky Woods.

This guy is really asking for it.

He slips into an evil forest knowing beforehand that there are over 20 kinds of heavily armed reprobates awaiting him.

Call me a scaredy-cat if you like, but even with the aid of magic axes, fireballs and chains, the odds don't sound too healthy.



Rolo to the Rescue

Perhaps Rolo to the Rescue, featuring Rolo the Baby Elephant, could be more my scene.

Surely I can't come to much harm with companions like cuddly little moles and squirrels and beavers.

On the other hand Rolo's mum has been abducted by some villains called the McSmiley Twins.

Knowing my luck, they'll be armed with meat cleavers.

Shadow of the Beast is a trademark of Psygnosis.

How to rule the world.

In a zillion very difficult stages.

If I ruled the world.

I'd insist that only girls with decent legs could go out in public wearing tight black mini-skirts or cycling shorts.

Karaoke would be confined to a small island off Scotland.

Grand Prix motor racing would be so organised that all the fastest cars would start at the back of the grid rather than the front.

(OK, so it would make it a trifle more dangerous, but far more fun.)

Live football would only appear on TV seven days a week.

Mondays mornings would begin two hours later.

Grown men with pony-tails would take a long, hard look in the mirror and ask themselves "Do I look a complete Dodo or what!"

Supermarket trolleys would cease to have a mind of their own.

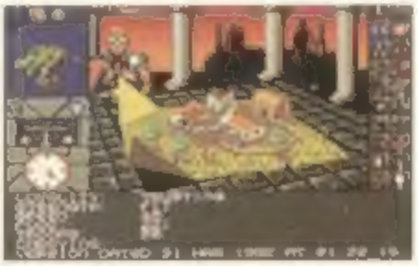
Sports shirts and shorts would revert to simple sensible colours, rather than look like something designed by an inebriated bathroom-wallpaper designer.

They'd get that Swedish bird back on to read out the weather - pronto.

and...

All world conflicts would be decided by each country with a grievance entering their top politician in a - Best of Twenty One Games of Power Monger - simply the most testing and best strategy game on the Mega Drive or any other system known to Man - to decide the victor.

Power Monger



Power Monger

MEGA DRIVE

Perhaps I'll have this lot cracked by the time I'm collecting my pension.

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